THE JOURNEYMAN PROJECT® 3
LEGACY OF TIME™

User's Manual





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INTRODUCTION

It is the year 2329 and you are **Gage Blackwood, Agent 5 of the Temporal Security Agency** (TSA). For the past eleven years, it has been your incredible duty to protect history from any threat that could disastrously change it. Twice in your decorated career as the TSA's elite agent, you have saved Earth from criminals utilizing time travel to destroy history as we know it.

Two months ago, you thwarted a plot to frame you, masterminded by a traitor once thought above suspicion—**Michelle Visard**, the rogue **Agent 3** of the TSA. She had captured you and threatened to betray the secrets of time travel to another alien race known as the Krynn. But your intrepid online companion, the sentient Artificial Intelligence **Arthur**, saved you by creating a virus that infected Agent 3's time-travel JumpSuit and caused a malfunction. Unfortunately, Arthur himself was the virus and he was trapped within Agent 3's time-travel JumpSuit when a flood of violent temporal energy surrounded them both and sent them spinning into the time stream. No trace of Agent 3 or Arthur has been found and both are presumed dead.

Since then, a grim time has befallen the TSA. With the Agent 3 scandal undermining the credibility of the TSA, the intergalactic league of worlds known as the **Symbiotry** has demanded that Earth surrender control of its time-travel technology. You watch helplessly as the TSA shuts down around you.

While the TSA endures its darkest hour, distant events are transpiring on the far border of known space that dwarf the scope of any danger you have ever faced before. A forgotten alien race has amassed a fleet of warships and returned to claim a relic long lost. As their ships ominously approach Earth, you are charged with discovering that which they seek. As you accept the challenge to save Earth from the mysterious invaders, you learn that the answers to the crisis in the present lie hidden within the past...

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SYSTEM REQUIREMENTS

WINDOWS® CD-ROM*

Windows 95 required
90MHz Pentium® or faster
16MB RAM
Minimum 70MB hard disk space
4X CD-ROM drive or faster
640x480 display, High Color
Sound Blaster 16 or 100% Sound Blaster 16-bit compatible sound card
Video and Sound cards compatible with DirectX**

MACINTOSH® CD-ROM*

PowerPC required
System 7.5 or higher required; 7.5.3 or higher recommended
80MHz PowerPC or faster
16MB RAM; 10MB RAM free
Minimum 70MB hard disk space
4X CD-ROM drive or faster
640x480 display, thousands of colors

If you experience problems with your video or sound card, please ensure that the newest available drivers for those devices are installed properly on your machine.

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

**If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card. You may also want to check Microsoft's Web page at www.microsoft.com for more information.

QuickTime

INSTALLATION

ABOUT THE CD-ROM DISCS

For your convenience, ***The Journeyman Project® 3: Legacy of Time™*** is a hybrid product, meaning that the four CD-ROM discs play on both Windows 95 and Macintosh systems. However, the two versions are installed differently, so please refer to the specific computer instructions below to install the game.

WINDOWS 95

TO INSTALL

1. Begin at the Windows 95 desktop.

2. Insert the **Journeyman Project 3: Legacy of Time Disc 1** CD-ROM into your CD-ROM drive.

3. The **Journeyman Project 3: Legacy of Time** startup window will appear.

4. Click the **Install** button and follow the on-screen instructions to install the program.

If the **Journeyman Project 3: Legacy of Time** startup window does not appear automatically on screen, you can install the program manually:

1. Click the **Start** button on the taskbar and choose **Run**.

2. Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)

3. Click the **OK** button and follow the on-screen instructions to install ***The Journeyman Project 3: Legacy of Time***.

TO PLAY

After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the **Journeyman Project 3: Legacy of Time** startup window does not appear automatically on screen:

1. Begin at the Windows 95 desktop.

2. Click the **Start** button, point to **Programs**, **Red Orb Entertainment**, and then **Journeyman Project 3: Legacy of Time**.

3. Click the **Legacy of Time** menu item to start the program.

ABOUT THE AUTOPLAY DIALOG

The startup window will appear each time the CD-ROM is inserted into the CD-ROM drive. If you prefer ***The Journeyman Project 3: Legacy of Time*** to launch without seeing this screen, click the check box at the bottom of the startup window marked "Show this window next time you insert the CD" so that the check mark is removed. The next time the CD is inserted into the CD-ROM drive, the program will automatically launch. (Note: This AutoPlay feature is not available if the **Journeyman Project 3: Legacy of Time** startup window does not automatically appear the first time the CD is inserted.)

To reactivate the startup window, insert the **Journeyman Project 3: Legacy of Time Disc 1** CD-ROM into your CD-ROM drive. When the program begins, immediately press **Alt+F4** to quit. Double-click the **My Computer** icon on the

Windows 95 desktop. Click the **J3_disc_1** CD icon once with the right mouse button and select **AutoPlay Dialog**. Click the check box at the bottom of the startup window marked "Show this window next time you insert the CD" so a check mark is placed there. Click **Run** to start the program.

TO REMOVE

If you need to remove ***The Journeyman Project 3: Legacy of Time***, begin at the Windows 95 desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select **Journeyman Project 3: Legacy of Time** from the list of programs. Click the **Add/Remove...** button and then click the **Yes** button to remove the program. Click **OK** to clear the screen.

Be sure to review the ReadMe file on disc 1 for the most up-to-date information about ***The Journeyman Project 3: Legacy of Time***.

POWER MACINTOSH

TO INSTALL

Insert **The Journeyman Project 3: Legacy of Time Disc 1** CD-ROM into your CD-ROM drive. Double-click the **J3 Disc 1** disc icon. Double-click the icon labeled **Journeyman 3 Installer** and follow the on-screen instructions to install the program. The installation program will automatically update any needed extensions to your **System** folder and will create a **Legacy of Time** folder in the directory of your choice.

TO PLAY

To play ***The Journeyman Project 3: Legacy of Time***, locate the **Legacy of Time** folder on your hard drive, double-click the folder to open it, then double-click the icon labeled **Legacy of Time** to launch the application.

ADDITIONAL PRODUCT INFORMATION

For ***The Journeyman Project 3: Legacy of Time*** to work properly, your system software must include the following QuickTime™ 2.5 components in the **Extensions** folder:

QuickTime™
QuickTime™ Musical Instruments
QuickTime™ PowerPlug
Sound Manager (version 3.2.1)

Recent Macintosh system software may already include these extensions. Look in the **Extensions** folder found in the **System** folder on your hard drive to see if these extensions are already installed in your system. If so, check the version number of each extension one at a time. To do this, click each extension icon once so it is highlighted. Then, pull down the **File** menu and click **Get Info** to check the version number.

The installation program will automatically update any needed extensions to your **System** folder. If the installation program updates your extensions, the system will ask to restart your Macintosh. Click **Restart**.

TO REMOVE

If you need to remove ***The Journeyman Project 3: Legacy of Time***, just drag the **Legacy of Time** folder into the Trash. Then, empty the Trash by clicking the **Special** menu and selecting **Empty Trash**.

MAIN MENU

After loading ***The Journeyman Project 3: Legacy of Time*** and watching the introductory movie, you will see the main menu. You can select New Game, Load a Saved Game, Options, Credits, or Quit from this menu. The **Options** menu will have several settings that you can adjust to customize your gaming experience: display, sound, movie playback, and Arthur settings.

INTERFACE OVERVIEW

As you search the different environments in ***Legacy of Time*** for clues, you will be wearing the prototype Chameleon JumpSuit, a self-contained time-travel suit designed for secret temporal missions.

Your view will be through the JumpSuit's helmet, which will provide a first-person view of your surroundings. The helmet uses holographic technology to display your inventory and JumpSuit functions.





NAVIGATION AND EXPLORATION

To complete the feeling of total environment immersion, the interface allows full, spherical 360-degree panning at every stopping point. By simply pointing to an area on the screen with the PANNING CURSOR and clicking and dragging the mouse, you can spin about freely to look up, down, around, and behind your current position.

You will notice that the cursor changes its shape when moved over different areas of the screen. Imagine that the Panning Cursor is the exact spot that you are gazing upon—when you "look" to a new area and the Panning Cursor changes its shape, you are able to perform a new action.



If the cursor is shaped like an arrow pointing forward, you are able to MOVE FORWARD by clicking the mouse button. Since this is a fully interactive game, there are many locations where you can travel down multiple paths. You will discover these paths by panning around your current position to see when the forward arrow appears.

STRIDER MODE



If the Panning Cursor becomes a DOUBLE FORWARD ARROW, you are able to STRIDE forward once you click and hold the mouse button. You will continue to walk forward for as long as you hold the mouse button down, or until the path you are taking comes to an end. You may stop walking at any time, just by letting go of the mouse button.

TIME TRAVELING - THE JUMP MENU

Your Chameleon JumpSuit is a time machine capable of transporting you into the past. You will find it necessary to time travel to other locations to find objects that will help you. In order to time travel, you must activate the **Jump** menu. To do this, click the display at the top of the interface. A menu will appear that shows all the programmed locations you can visit. By clicking a location, you will instantly time travel there.

ARTHUR



Once you start the game, you will quickly meet Arthur, 'the Artificial Intelligence'. When he settles into the bottom right corner of your interface, there will be two ways that Arthur can communicate: comments and hints. The Thought Balloon Icon will illuminate when Arthur has an observational or historical comment. The Lightbulb Icon illuminates if Arthur has a hint regarding the current situation. To receive the hint or comment, simply point and click the cursor over the lightbulb or the comment balloon to hear what Arthur has to say. If you did not hear Arthur's message clearly, you may repeat his last hint or comment by clicking anywhere on his helmet.

BE WARNED: Arthur's hints will progressively reveal more information about the current situation. There is no penalty for the amount of hints you ask for. It is up for you to decide how much help you require.

ARTHUR SETTINGS

Arthur is sharp, well versed in twenty-first-century knowledge, and sometimes irreverent. In other words, he is not for everyone. Therefore, you will have control over how talkative Arthur will be. There are three modes to control him: Normal, Chatty, and Quiet. The settings may be adjusted in the Options section of the main menu or in the Game Options pull-down menu.

Normal mode is the default. This means that occasionally Arthur will say spontaneous things. Further commentary from Arthur can be solicited by clicking the Balloon or Lightbulb icons when they appear.

Chatty mode allows Arthur to speak freely. When you enter a new area, Arthur will automatically speak if he has something to say. However, hints from the Lightbulb never play spontaneously, they must be solicited by you.

Quiet mode causes all spontaneous comments to be turned off. You may still click on his icons to receive help or comments.

BE WARNED: Arthur disseminates some important plot information. Choosing Quiet Arthur mode will cause you to miss some of these dialogues.

ENVIRONMENT INTERACTION



When the Panning Cursor nears an object that can be interacted with, it will turn into a hand. The form that the hand assumes will tell you what type of interaction you can perform.

TAKING OBJECTS FROM THE ENVIRONMENT

When the Panning Cursor nears an object that can be taken, an open hand appears. This is the GRAB CURSOR. While the Grab Cursor is on screen, you may grab the object in your current view by clicking and holding the mouse button.



When you grab the object, the hand changes to a closed hand holding the object in its grip. To "pocket" the object, drag it into your inventory display at the lower left of your screen while still holding the mouse button. As the object enters your inventory display, the object will highlight—this tells you that you may let go of the mouse button and drop the object into your inventory. After you drop the object into the inventory, it becomes your currently held object. The Chameleon JumpSuit is equipped with a Null Time Pocket inventory system, allowing you to carry multiple objects.

USING AN OBJECT

To use an object in your inventory, move the cursor over the inventory display. Once the currently held inventory object illuminates, click and hold the mouse while dragging it over whatever you wish to interact with. The object will illuminate if it can be used in that location—let go of the mouse button while the object is highlighted and it will be used there. For example, if you have a key that opens a door, you would need to drag the key over the door—when the key starts glowing, then you would release the mouse button and the door would unlock. However, if you attempt to use an object over an area that is not interactive and you release the mouse button, your object will return to the inventory display.



SELECTING ANOTHER OBJECT IN YOUR INVENTORY

If the object you want to use is not showing in the inventory display, you must open the Null Time Pocket by clicking once on the current object in the inventory display. A heads-up display showing all of your objects will appear on the screen. Move your mouse over the object you wish to use and click the mouse button. The object is now in your inventory display and may be used. You can also drag objects directly from the heads-up display to the screen.



INTERACTIVE MECHANISMS



You will also encounter fixed objects during your travels that cannot be taken but can be manipulated in some way. When your cursor nears this type of object, the cursor changes into a hand with a pointing finger—the INTERACT CURSOR. By clicking the mouse button with the Interact Cursor over the object, you will activate its function.

INTERACTION WITH CHARACTERS - DIALOGUE MODE

One of the most critical forms of interaction within the game is character dialogue. While traveling through the past, you will need to speak with the characters you encounter to gather critical clues. The Chameleon JumpSuit has the unique ability to generate a perfect holographic image, allowing you to assume the guise of any citizen you encounter. Before an agent can assume the guise of someone from the past, the image data must be captured and stored within the Chameleon Database.

CAPTURE CURSOR

When you are within range for the Chameleon Device to capture a native citizen's image, the Panning Cursor will change into the CAPTURE CURSOR. Once you click the mouse button, the image of the person will be stored in the Chameleon JumpSuit's Image Database. After you have captured a person's guise, the Capture Cursor will no longer appear over that character. To assume a captured guise, click the Chameleon Suit at the bottom of the interface. A display will appear showing all of your available guises. Select one by scrolling over the guise you want to assume and click on it. You will now appear exactly as this person. NOTE: The Chameleon JumpSuit automatically sorts the image data for each historical environment and will not allow you to assume the guise of a native from a different time zone. *You are not allowed to speak with anyone without a native guise, nor are you allowed to try to speak with someone using their own guise.*

DIALOGUE CURSOR

Once you are shrouded in the guise of a native person, you are able to carry on a conversation with other characters. If you are looking at a character, the Panning Cursor will turn into a DIALOGUE CURSOR. Just click the mouse button when this cursor appears and you will initiate a conversation with the character.

DIALOGUE MODE



Once you have initiated a conversation by clicking the Dialogue Cursor, you have entered Dialogue Mode. You will now be able to ask the character questions based on information you have learned so far. To communicate with the natives, your onboard AI companion Arthur will show a heads-up display to the right of the character that lists the possible dialogue topics; these topics will expand as the character talks and introduces new topics. To choose one of the topics, simply click one of them with the cursor. Once you have chosen a topic, Arthur will ask your question in the native tongue of the character and then translate the character's response for you in a language you understand.

As you speak with a character, you will see a list of topics unfold in the dialogue window. Topics that are *italicized* are topics that you have already discussed. You may, at any point, repeat a question by clicking it.



ZOOM IN/ZOOM OUT

There are objects and sites in the game that you will need to inspect closely. Whenever the cursor becomes a magnifying glass with a plus sign, you are able to zoom in, allowing a closer view of what you are looking at. After you have seen the zoom in, a ZOOM-OUT CURSOR, a magnifying glass with a negative sign, allows you to return to your normal view.

GAME OPTIONS

While you are playing ***The Journeyman Project 3: Legacy of Time***, you will have access to a menu of Game Options that allow you to customize your game experience. By rolling your cursor to the very top of the screen, you will activate a pull-down menu with several options.

- The **File** menu allows you to go to the main menu, open a new game, save your current game, edit your game options or quit.
- The **About** and **Help** menus contain displays that show information about ***The Journeyman Project 3: Legacy of Time*** and a summary of all game commands.
- The **Cinematics** menu allows you to review the cut-scenes that you have seen so far in your game.

THE JOURNEYMAN PROJECT STORY

This is a timeline of the pivotal events that shaped the unique Journeyman world. Envision a future where humanity has attained global peace after learning the terrible lessons of war. It is a new era of human achievement.

2/2/2112 - Unified World a Reality - World Senate Convenes

- Terrible nuclear wars leave only one quarter of the planet habitable. The survivors rebuild their world, forging lasting peace with the **World Senate**.

1/1/2300 - First Skyborne Metropolis - Caldoria

- Since only half of the world's surface has been reclaimed, the World Senate turns to the sky and launches **Caldoria**, the first sky metropolis.

11/6/2308 - First Alien Contact - The Cyrollans

- Beings calling themselves **Cyrollans** propose to the World Senate that Earth join a peaceful league of worlds called the **Symbiotry**. The Cyrollans give Earth ten years to deliberate.

8/15/2315 - Time Travel Invented

- Dr. Elliot Sinclair creates the Pegasus Device, the world's first time machine.
- World Senate orders the dismantling of the Pegasus Device and moves it to the newly formed **Temporal Security Agency (TSA)**. The TSA rebuilds the Pegasus Device within a secret complex to forever guard the time stream.

11/6/2318 - A New Galactic Order

- Cyrollans return for Earth's decision regarding the Symbiotry proposal.
- Dr. Elliot Sinclair attempts to alter history with another time machine and tries to assassinate the Cyrollan ambassador, claiming that the Cyrollans want to conquer Earth. Sinclair is apprehended by **Gage Blackwood** and imprisoned on the Saturn moon prison Vega Thalon.
- Earth accepts the **Symbiotry** bid to become a member of the galactic league.

9/15/2329 - Gage Blackwood Vindicated

- Gage Blackwood is put on trial for crimes against history. He escapes custody hours later and travels back to the year 2319 to meet himself in the past. While the future Gage allows himself to stand trial, Gage Blackwood from 2319 clears the name of his future counterpart. Gage Blackwood is cleared of all charges after evidence is presented that Michelle Visard, Agent 3 of the TSA, enacted a plot to frame him.

10/24/2329 - Agent 3 Investigation Closed

- Agent 3 is declared dead after a month of exhaustive searches by the TSA.

11/06/2329 - PRESENT DAY

- Elliot Sinclair dies at Vega Thalon prison.
- Yielding to Symbiotry pressure, the World Senate shuts down the TSA.

CHARACTER DOSSIER

AGENT 5 - GAGE BLACKWOOD

You will assume the role of Gage Blackwood, Agent 5 of the TSA.



Gage is a decorated hero who has distinguished himself several times over, earning a reputation as the TSA's top agent. When Elliot Sinclair attempted to alter history, Gage stopped the scientist's plot. A decade later, Gage would be framed by the rogue Agent 3. To clear his name, Gage traveled back into the past to enlist the aid of the only person he could trust—himself. The former Gage accepted the challenge and managed to clear the name of his future counterpart. However, before the former Gage could return to the past, he had to be selectively mindwiped, so knowledge of his future would not change history. Lately, Gage has been deeply troubled over his inability to remember the pursuit of Agent 3 and the loss of his friend Arthur.

AGENT 3 - MICHELLE VISARD



Once one of the TSA's top agents, Michelle went rogue because of her belief that time travel was too dangerous for humanity to possess alone. During her years of research into Earth's war-torn past, Agent 3 saw how technology was terribly abused. She devised a plot to balance the power by delivering time travel to a race known as the Krynn. During a confrontation with Gage Blackwood, Agent 3 was enveloped by a violent flood of temporal energy and was inadvertently thrown back into the time stream. She is now presumed dead.

TSA CHIEF ENGINEER - WILLIAM DAUGHTON



William Daughton is the TSA's chief engineer. Despite his young age, Daughton is a brilliant physicist. After studying Dr. Sinclair's temporal research, Daughton improved on the original Pegasus time machine and created the JumpSuits, the TSA's self-contained time travel suits. Daughton is also Agent 5's closest friend.

TSA COMMISSIONER - JACK BALDWIN



Once a prominent member of the World Senate, Commissioner Baldwin is now the highest ranking official within the TSA, and answers only to the World Senate. Having personally chosen each of the TSA agents, Baldwin has developed a close rapport with all of the operatives. For this reason, the betrayal of Agent 3, once a trusted friend, has greatly disturbed him.

THE CYROLLAN AMBASSADOR TO EARTH - JHESSELA



Jhessela is very old and respected, having served on the august Cyrollan Council for several centuries. Over the years of constant contact with humans, Jhessela has developed an unmistakable fondness for Earth. She often advises the World Senate on vital matters.

INVENTOR OF TIME TRAVEL - DR. ELLIOT SINCLAIR



In 2315, Dr. Elliot Sinclair invented the Pegasus time-travel device. When the World Senate decided to take the device out of Elliot's hands, an agency was formed to safeguard history. The original research team trained by Elliot was transferred and the Temporal Security Agency was formed. The loss of his time-travel project shattered Elliot's sanity. When the Cyrollans approached Earth, Sinclair feverishly claimed that they came only to conquer. When he was ignored, Sinclair built his own time machine to change history and stop the Cyrollans. His plan was foiled by Gage Blackwood.

ARTIFICIAL INTELLIGENCE - ARTHUR



Arthur is an Artificial Intelligence, created by the scientist Kenneth Farnstein. Raised on twenty-first-century culture by the eccentric Farnstein, Arthur developed into a unique, sentient being. While tracking down Agent 3, Gage Blackwood discovered Arthur on a dying space station and saved him. Gage found Arthur's friendship to be invaluable during their adventure. When Gage was captured by Agent 3, Arthur turned himself into a virus that infected Agent 3's JumpSuit. The heroic action saved his best friend Gage, but sent Agent 3 and himself spiraling into a temporal distortion. Since no evidence of survival has been found, both are presumed to be dead.

HINTS, TIPS, AND WALK-THROUGH

- Capture the image of every character you can! Remember that your Chameleon guises are totally convincing. The characters that you speak with will react differently depending on who they think they are talking to. You will find it necessary to learn as much about each of the environments as possible and the native characters are your best sources of information.
- Don't forget to look up and down in rooms. Sometimes objects are lying on the floor and may not be readily visible.
- Save your game often. You cannot die in this game, but it is always a good idea to save frequently.
- If you appear stuck, make sure that you have exhausted all of the dialogue topics with characters in the environment. Also make sure that you have tried most or all of the guise combinations with the characters. You will find that most characters react to you differently when you visit them with a different Chameleon guise.

WALK-THROUGH

SPOILER WARNING!

The following dialogue reveals plot information from the beginning of *The Journeyman Project 3: Legacy of Time*. You should STOP reading this passage if you DO NOT want to learn plot information about the beginning story. This walk-through has been added for the benefit of users who want to read a tutorial.

When you start a new game, a cinematic movie will play that gives you vital plot information. To skip this movie, press the **Esc** key. Once the movie is finished, you will be within the Temporal Security Agency, as a crisis threatens the present. After donning the Chameleon JumpSuit, you will be asked by William Daughton to test it before you transport into the past to stop a disastrous time distortion. Your first action will be to capture his guise.

- Roll the cursor over Daughton until it changes to the Capture Icon. Click the mouse button. You now have his guise in your Image Database.
- Daughton will ask you to choose a location to time-travel to. You need to activate the **Jump** menu. Click the display at the top of the interface and select 1262 B.C. This will transport you into the past. You must now find the source of the distortion wave before history is changed.
- When you arrive in the past, you will find yourself on a desolate island ravaged by some catastrophe. Using your Panning Cursor, look left and up from your current location. Towering over you stands a broken windmill.
- When you pan down, a double forward Stride Cursor appears, indicating that you are able to stride forward. Click and hold the mouse button and you will find yourself moving toward the windmill. You will stop moving when Agent 3's JumpSuit materializes in front of you.
- Roll your cursor over the helmet of the JumpSuit. The Interact Cursor appears.
- Click the mouse button and the face plate of the JumpSuit will open, revealing that the suit is empty, except for Arthur. He quickly transfers over to your suit and plays a recorded message from Agent 3 that gives you a new mission—**find three time codes that will lead to her location**. After Arthur makes himself comfortable, he sends Agent 3's suit to the TSA. You can now begin the search for Agent 3. Move the mouse until the Stride Cursor appears.
- Clicking the Stride Cursor will allow you to walk to the other side of the island. Hold

SPOILER WARNING!

down the mouse button until you stop at the other shore. Arthur will spy a boat far off in the distance and show you something.

- After the movie plays, pan down and to the left. Arthur's Lightbulb icon will illuminate, telling you that he has a hint. Click the icon and Arthur will advise you to inspect the ground closely. You will see a Rope Ladder that will help you find the code in this environment.
- Move the cursor over the rope and it will turn into the Grab Cursor. Click and hold the mouse button, then drag the Rope Ladder into the inventory display at the lower left of the interface.
- Once you have the Rope Ladder, return to the broken windmill and stop in front of the gaping entrance.
- Look to your left and you will see a forward arrow that will take you inside the windmill. Click the mouse button and walk forward.
- Now that you are inside the windmill, look around with the Panning Cursor. You will see a winding set of stairs that lead up. However, a large section of the staircase is broken, preventing you from reaching the top.
- You will need to use the Rope Ladder to bridge the gap between the broken stairs. With the Panning Cursor, look up at the broken edge of the stairs.
- Roll your cursor over the inventory display, then click and hold the mouse button over the Rope Ladder. While holding the mouse button, drag the Rope Ladder over the lowest stair step above you. You will know when you have the Rope Ladder in the correct position because it will highlight. Once the Rope Ladder glows, release the mouse button and you will swing the Rope Ladder over the broken stair and climb it.

SPOILER WARNING!

- After you climb the Rope Ladder, the stairs behind you will crumble. You can now only move forward. Look up with the Panning Cursor and the Stride Cursor will appear. Click and hold the mouse button and you will move forward until you reach the top of the stairs.
- Look up and you will see a Walk Forward Cursor pointing at the trap door. Click on the door and you will enter a small room with a ladder leading up.
- Walk to the ladder and roll the cursor over it until the Walk Forward Cursor appears. Click the mouse button and you will climb up the ladder.
- You are now on top of the windmill! Look around and you will see that most of the island has been devastated. You will need to find the time code. Look down and you will see a diagram of circles and numbers drawn in dirt. Roll the cursor over the time code and the Zoom-In Cursor will appear. Click the mouse button and Arthur will record the symbols for you. You have found the time code and completed the destroyed Atlantis puzzle. A cut-scene will play that shows a startling event. Once it finishes, you will resume your search for Agent 3 in the other two time zones. Now the rest is up to you! Should you need more help, ask Arthur for advice.

Credits

RED ORB ENTERTAINMENT

Producer — Steve Schreck
Associate Producer — Mark Boccuzzi
Supervising Producer — Andrew Pedersen
Executive Producer — Ken Goldstein
Quality Assurance Lead Technician — Andrew Garske
Core Tester — J. P. Aragon
Testers — Alex Moran, Andrew Pang, Eric Wilder, Cathy Thom, Gary Heikura, John Conklin, Julie Thiel, Tim Innes, James Nicholini, Jon Yamoto
Marketing Manager — Steve Schreck, Karen Omholt, Tom Rogat, Shan Savage (Europe)
Assistant Marketing Manager — Ellen Jacobson, Mark Boccuzzi, Robert Alvarez
Automated Testing — Jason Feldhaus, Mike Ikeda
Red Orb Quality Assurance Lead Technician — Erik Spencer
Quality Assurance Supervisor — Kirk Roulston
Quality Assurance Director — Rodrigo Silveira
Installer Programming — Kent Daniels, Fred Campbell, Aaron Miller
Red Orb Marketing Director — Ted Simon
Red Orb Programming Director — Lance Groody
Public Relations — TSI Communications, Inc., Rebecca Lester (Europe), Conner Communications
Design Coordinator — Barbara Ashbaugh, Lisse Hooker
Package Design — Ayzenberg Advertising Group
Advertising — Ayzenberg Advertising Group, Saatchi & Saatchi
Assistant Producer (Demo Version) — Maia Huntington
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PRESTO STUDIOS

Executive Producer — Michel Kripalani
Producer — Greg Uhler
Lead Writer — Eric Dallaire
Writer — David Flanagan
Creative Director — Tommy Yune
Pre-Production Director — Phil Saunders
Conceptual Designers — Victor Navone, Scott Benefiel
Lead Modeler — Jose Albanil
Modeler — Raymond V. Wong
Art Director — Frank Vitale
Artists — Derek Becker, Steve Kim
Senior Computer Animators — Shadi Almassizadeh, Eric Fernandes
Computer Animator — Dan Gregoire
Digital Video Specialist — Tim Tembreull
Lead Programmer — Roland Gustafsson
PC Programmer — Mark Whittlesey
Programmer — Kevin Baird
Composer / Sound Designer — Jamey Scott

TALENT
Cinematics
Gage Blackwood, Agent 5 — Jerry Rector
Michelle Visard, Agent 3 — Michele Scarabelli
Jack Baldwin — Daniel Mann
William Daughton — David Fenner
Eliott Sinclair — Graham Jarvis
Arthur — Matt Weinhold
Chaplain — King Stuart
Sosiqui Spirit — Ping Wu
Mark Johnson/INN — Ray Uhler
Human Monitor/Oracle — Scott Benefiel
TSA Guard — Eric Dallaire
Nurse — Susan Sattler



Atlantis
Guard — Fredrik Cavally
Begger — Gene Chronopoulos
Olive Oil Vendor — Dominique Debroux
Ferryman — James Hazelwood
Saros — Graham Jarvis
Potter — Lyle Kanouse
Windmill Keeper — Brian Nahas
Captain — Richard Tanner

El Dorado
Aviator Warrior — Frankie Avina
Farm Boy — Jeremiah Najera
Farmer — Miguel Najera
Scribe — Andrew Roa
Aviator Leader — Raoul Trujillo
Shaman — Bill Trillo

Shangri-La
Lama — Koji Kataoka
Dob-Dob — Khin-Kyaw Maung
Gardener — Arsenio "Sonny" Trinidad
Khan — Francisco Viana
Pilgrim — Ping Wu

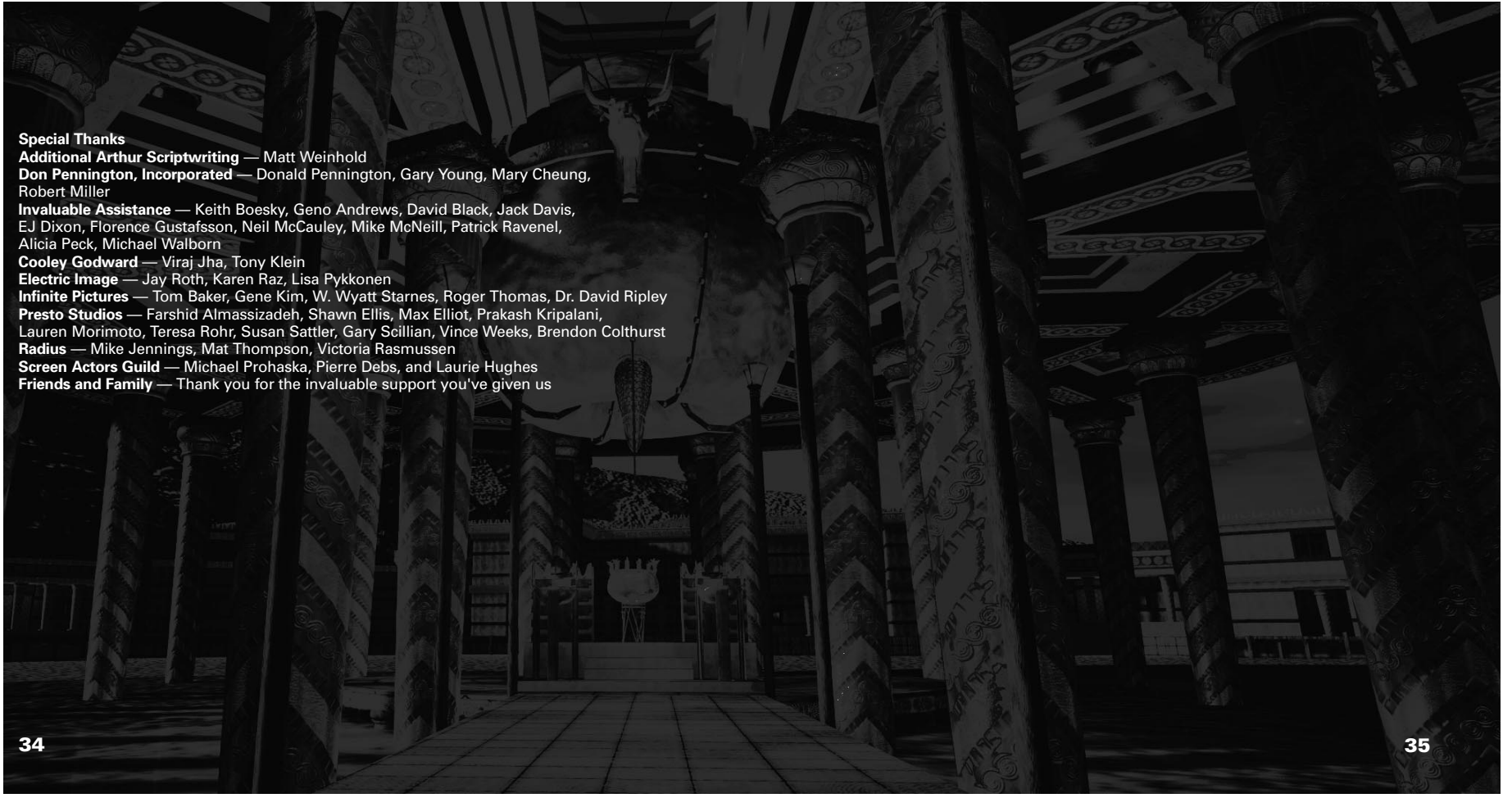
Voice Talent
Arthur — Matt Weinhold
Cyrollan Ambassador — Connie Terwilliger
Qou'Thalas — Eric Dallaire
Cyrollan Commander — Victor Navone
Cyrollan Attendant — Phil Saunders
Distress Message — Phil Saunders

Stunts
Agent 3 Biosuit Double — Tom Yune

VIDEO SHOOT CREW
Director — Phil Saunders
Technical Director — Michel Kripalani
Producer — Tim Tembreull
Continuity — Eric Dallaire
Production Assistants — Kelly Lind, Raymond Wong
Director of Photography — Michael Gerdes
Lighting — Steve Raines
Sound — Glenn Kram
Costumes & Props — Marianne Nakamura
Make-Up & Hair — Doris Lew, Cindy Speets, Debra Hodgen, Andrea Wilson, Angie Paul
Props — Victor Navone, Phil Saunders, Tom Yun
Casting — Rosy Vasquez-Martinez
Casting Associates — Melanie Raymundo, Valerie DelaPena
Studio Account Executive — David St. Pé

SOFTWARE
Adobe (www.adobe.com) — Photoshop, After Effects, Premiere
Auto-des-sys (www.formz.com) — FormZ
Electric Image (www.electricimage.com) — Electric Image Animation System
Infinite Pictures (www.smoothmove.com) — SmoothMove (Spherical VR Technology)
Terran Interactive (www.terran-int.com) — Media Cleaner Pro
Ultimatte (www.ultimatte.com) — Ultimatte for Macintosh

HARDWARE
Apple Computer (www.apple.com)
Clubmac (www.club-mac.com)
iomega (www.iomega.com)
Power Computing (www.powercc.com) frames
Radius (www.radius.com)



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Radius — Mike Jennings, Mat Thompson, Victoria Rasmussen
Screen Actors Guild — Michael Prohaska, Pierre Debs, and Laurie Hughes
Friends and Family — Thank you for the invaluable support you've given us

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